

DOCTOR WHO CITY OF DEATH IAN SCOONES' VFX STORYBOARDS

These storyboards, painted and laid out by visual effects designer Ian Scoones, were used to visualise the model and chicken sequences for *City of Death* that would be filmed at Bray Studios in May 1979.

Reproduced with the kind assistance of Mike Tucker.

FIRST SEQUENCE: 48.f.p.s.

SECOND SEQUENCE: 48.f.p.s.

THIRD SEQUENCE: 48/72.f.p.s.

AGAINST BLACK VELVET ON PEDISTAL



1. ORANGE SUN
GLOWING ~
SHOOT INTO LIGHT
+ SELLS.
HEAT SHIMMER
F/X.
GAS - IN FRONT OF
NARROW ANGLE
LENS
VARIABLE ON
FRONT MATTE
GLASS

- DISSOLVING
(IN CAMERA)
TO ~



2. HIGH ANGLE
CLAY BAKED
ROCKS.
HOLD - THEN
TRACK RIGHT
- JIB DOWN
TO ~



3. LOW ANGLE of
MAIN LANDSCAPE
BRING IN SLIGHT
SMOKE/DUST
GENTLY
WAFING.
TRACKING RIGHT
TO ~



4. FINISH ON
ALIEN SPACE
SHIP R.O.F.F.
TIGHTEN.
THICK SEA IN
FOREGROUND
BUBBLING
WITH DRY ICE.



1. HOLD ON
LANDSCAPE -
TARDIS
(WITH LIGHT
FLASHING)
MATERIALISES
(IN CAMERA).



2. EASE RIGHT
TO SHOW
TARDIS IS
NOT FAR
FROM ALIEN
SHIP (LARGER).
- LADDER DOWN -

2A. ALSO
SHOOT ALIEN
SHIP ALONE.
LADDER DOWN



SEPERATE
SHOT
of:
LANDSCAPE
- STATIC
(FOR LOOP &:
CHROMA KEY
IN VIDEO STUDIO
of SET.
48f.p.s.
GENTLE DUST-
SMOKE-ETC.



1. 1A./
SHOOT TWICE.
ALL IN
MIRRORLON
SITUATION
FLOP FILM?
STOCK
REVERSED AT
LABS?
2 MIRRORLON
FRAME?

SPACE SHIP
ON WIRES.
- STATIONARY
MIDDLE BAND
STARTS TO
REVOLVE ~
GETTING
FASTER ~
IT RISES.



2. 2A./
RADIO
CONTROLLED
LESS BEND
UNDER AS
IT RISES IN
SKY.



3. 3A./
ALIEN SHIP
BEGINS TO
DISTORT
CHANGING SHAPE
- HOLD AND
INCREASE
DISTORTION
- MARK
CENTRAL
POSITION ON
GLASS AND
CUT FILM AT
THIS POINT.



4. 4A./
128f.p.s.
NO MIRRORLON
SO FILM
THREADED
CORRECTLY

PIXILATION
- SUBSTITUTE
WAX SPACE
SHIP TO
POSITION
MARKED ON
GLASS ~
WIRE UP -
DETERMATE!



5. 5A./
BANG!
CUT THIS
FILM TO
EXACT
FRAME TO
SHOT: 4/4A.



BRING UP
EXPOSURE

1. REAL CHICK
(NYLON LINE
ROUND ANKLES
THROUGH HOLE
ON PLATFORM.
(TO CUT INTO
STOP FRAME
HATCHING SHOT)

ROLL BACK
AND
MIX DISSOLVE
TO ~



2. REAL
PULLET
(AS BEFORE)

ROLL BACK
AND
MIX DISSOLVE
TO ~



3. PUPPET
CHICKEN
HEAD MOVES.
(AS BEFORE)

ROLL BACK
AND
MIX DISSOLVE
TO ~



4. PUPPET
SKELETON
of
CHICKEN.
ANIMATE IT
AND COLLAPSE

ROLL BACK
AND
MIX DISSOLVE
TO ~



5. PILE of
BONES.
SMOKING!
DUST.

ROLL BACK
AND
MIX DISSOLVE
TO ~

NOTE TO
EDITOR
HAVE A
PRINT IN
REVERSE